

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (previously presented): A method for generating antialiased lines, comprising the actions of:
 for each respective line, determining which of a plurality of orientation classes that entire line falls into; and
 performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into;
 wherein said determination is made without the use of an error term or pixel-by-pixel decisions.
2. (original): The method of claim 1, wherein said classes consist of x-major and y-major.
3. (original): The method of claim 1, wherein said orientation classes correspond one-to-one to said sampling patterns.
4. (canceled)
5. (previously presented): A method for antialiased rendering, comprising the actions of:
 (a) identifying, for at least one respective entire line, which one of a limited number of directions is most nearly parallel to said line; and
 (b) performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction;
 wherein said identification is made without the use of an error term or pixel-by-pixel decisions.

6. (original): The method of claim 5, wherein said number of directions is two.
7. (original): A graphics processor which is configured to implement the method of claim 1.
8. (original): A graphics processor which is configured to implement the method of claim 5.
9. (previously presented): The method of claim 2, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.
10. (previously presented): The method of claim 1, wherein said sampling patterns have the same number of sub-pixel sampling points.
11. (previously presented): The method of claim 1, wherein said sampling patterns have four sub-pixel sampling points.
12. (previously presented): The method of claim 5, wherein said sampling pattern has four sub-pixel sampling points.
13. (previously presented): A computer graphics system for generating antialiased lines comprising:
 - means for determining which of a plurality of orientation classes an entire line falls into; and
 - means for performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into;
 - wherein said determination is made without the use of an error term or pixel-by-pixel decisions.
14. (previously presented): The system of claim 13, wherein said classes consist of x-major and y-major.

15. (previously presented): The system of claim 14, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.
16. (previously presented): The system of claim 13, wherein said orientation classes correspond one-to-one to said sampling patterns.
17. (previously presented): The system of claim 13, wherein said sampling patterns have the same number of sub-pixel sampling points.
18. (previously presented): The system of claim 13, wherein said sampling patterns have four sub-pixel sampling points.
19. (previously presented): A computer graphics system for generating antialiased lines comprising:
 - means for identifying, for all of at least one respective line, which one of a limited number of directions is most nearly parallel to said line; and
 - means for performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction;
 - wherein said identification is made without the use of an error term or pixel-by-pixel decisions.
20. (previously presented): The system of claim 19, wherein said number of directions is two.
21. (previously presented): The system of claim 19, wherein said sampling pattern has four sub-pixel sampling points.

22. (previously presented): A method for generating antialiased lines, comprising the steps of for each respective line:
determining which of a plurality of orientation classes that entire line falls into; and
performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into;
wherein said determination is made without the use of an error term or pixel-by-pixel decisions.
23. (previously prescnted): The method of claim 22, wherein said classes consist of x-major and y-major.
24. (previously presented): The method of claim 23, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.
25. (previously presented): The method of claim 22, wherein said orientation classes correspond one-to-one to said sampling patterns.
26. (previously presented): The method of claim 22, wherein said sampling patterns have the same number of sub-pixel sampling points.
27. (previously presented): The method of claim 22, wherein said sampling patterns have four sub-pixel sampling points.

28. (previously presented): A method for generating antialiased lines, comprising the steps of:

identifying, for at least one respective entire line, which one of a limited number of directions is most nearly parallel to said line; and performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction;

wherein said identification is made without the use of an error term or pixel-by-pixel decisions.

29. (previously presented): The method of claim 28, wherein said number of directions is two.

30. (previously presented): The method of claim 28, wherein said sampling pattern has four sub-pixel sampling points.